

**Drawings:**

FIG. 1

**REPORTER Learning Process**

1 of 12

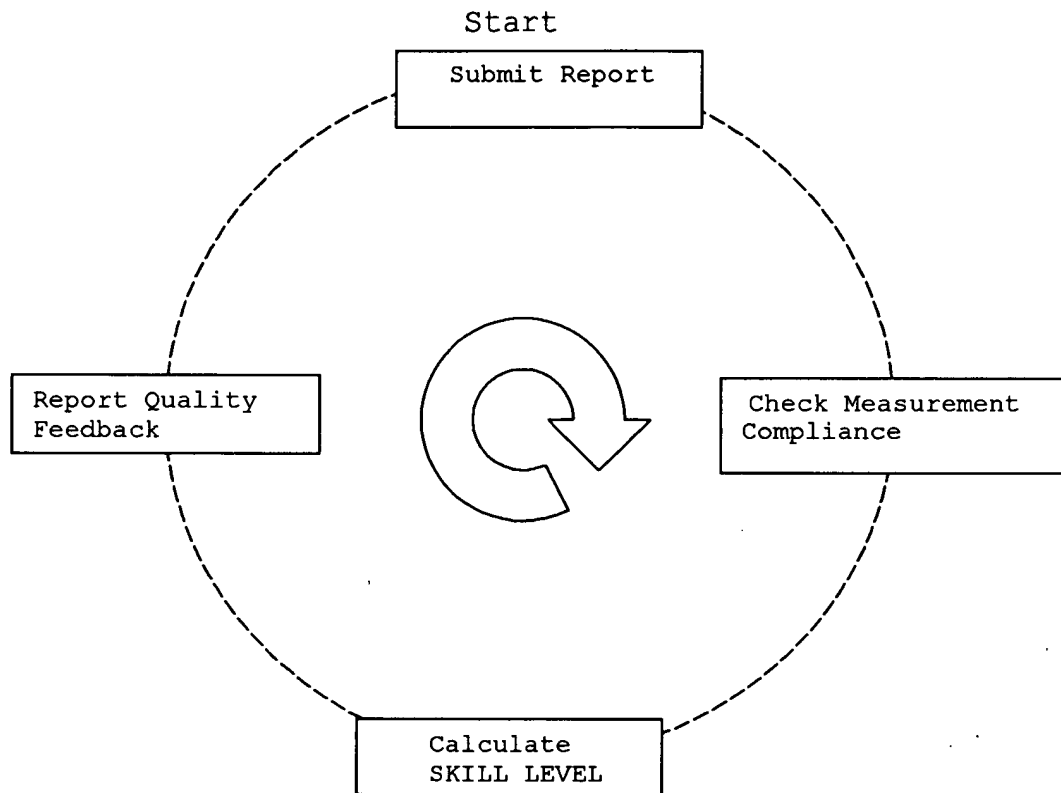
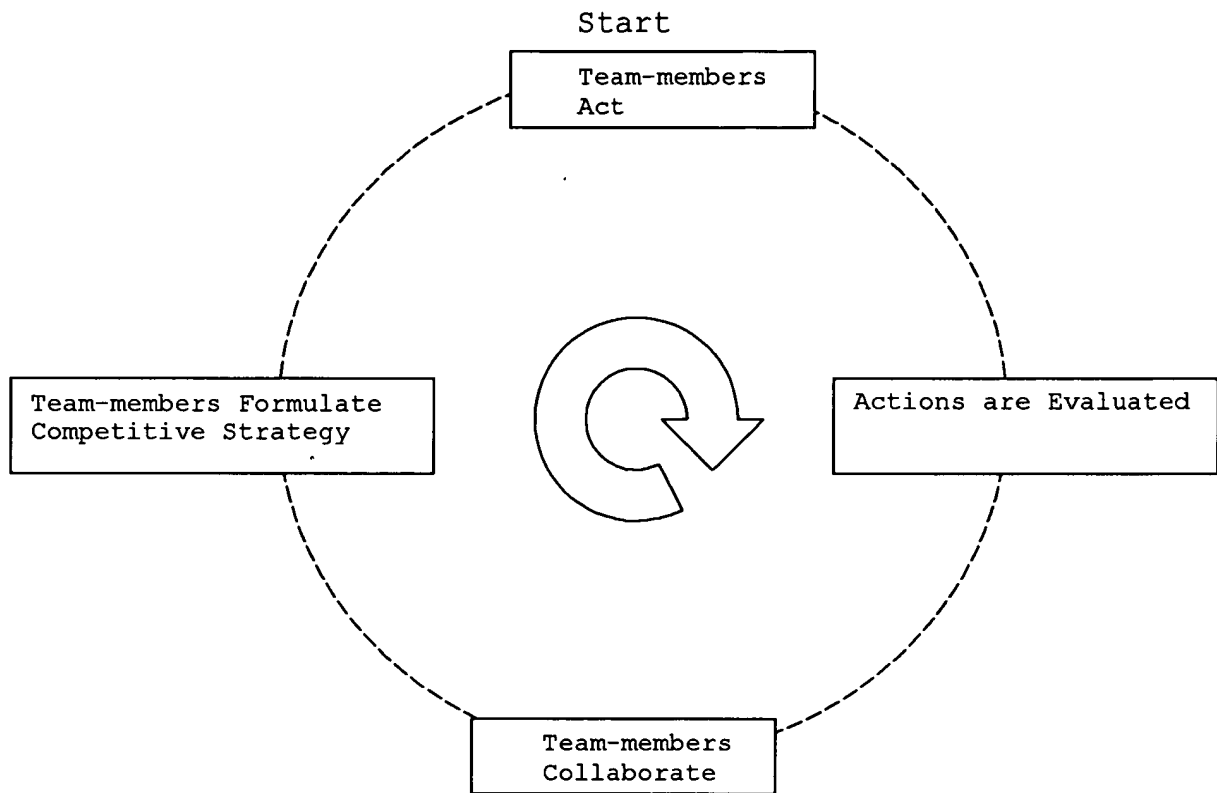


FIG. 2

**Team-member Learning Process**

2 of 12



Containment Diagram Showing Abstract Objects

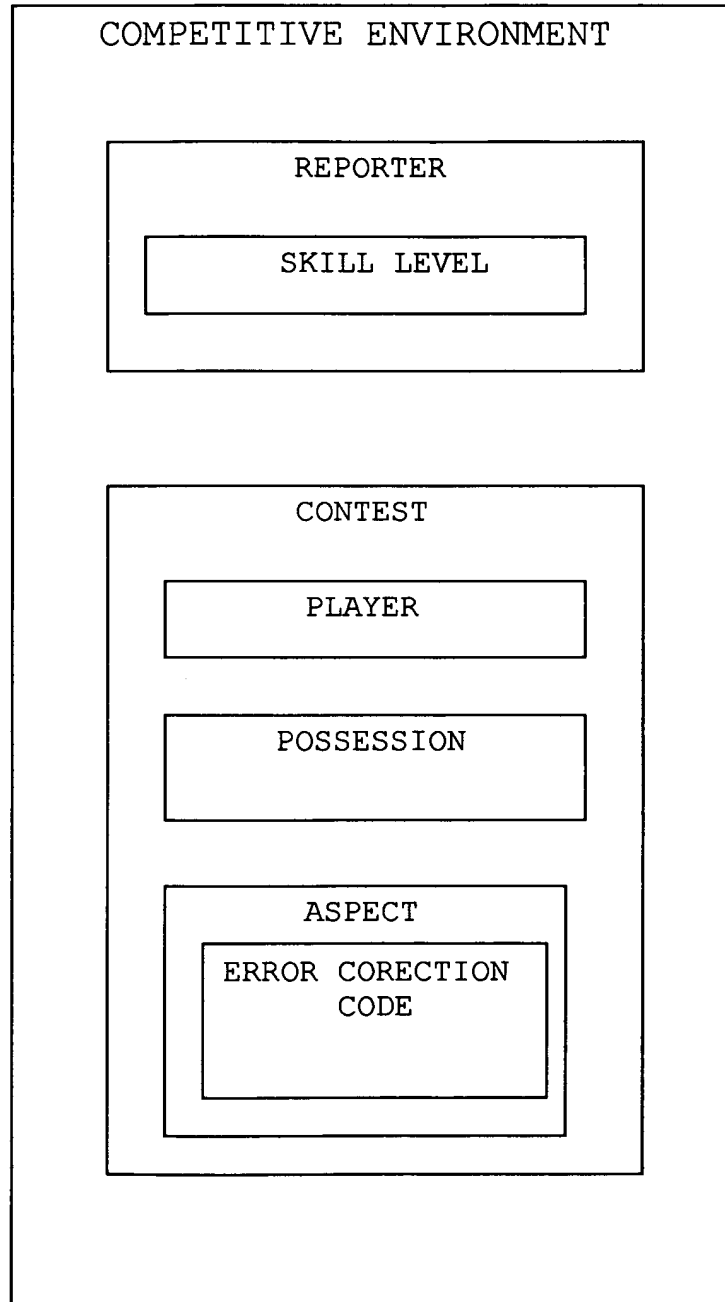


FIG. 4

Reporting System Components 4 of 12

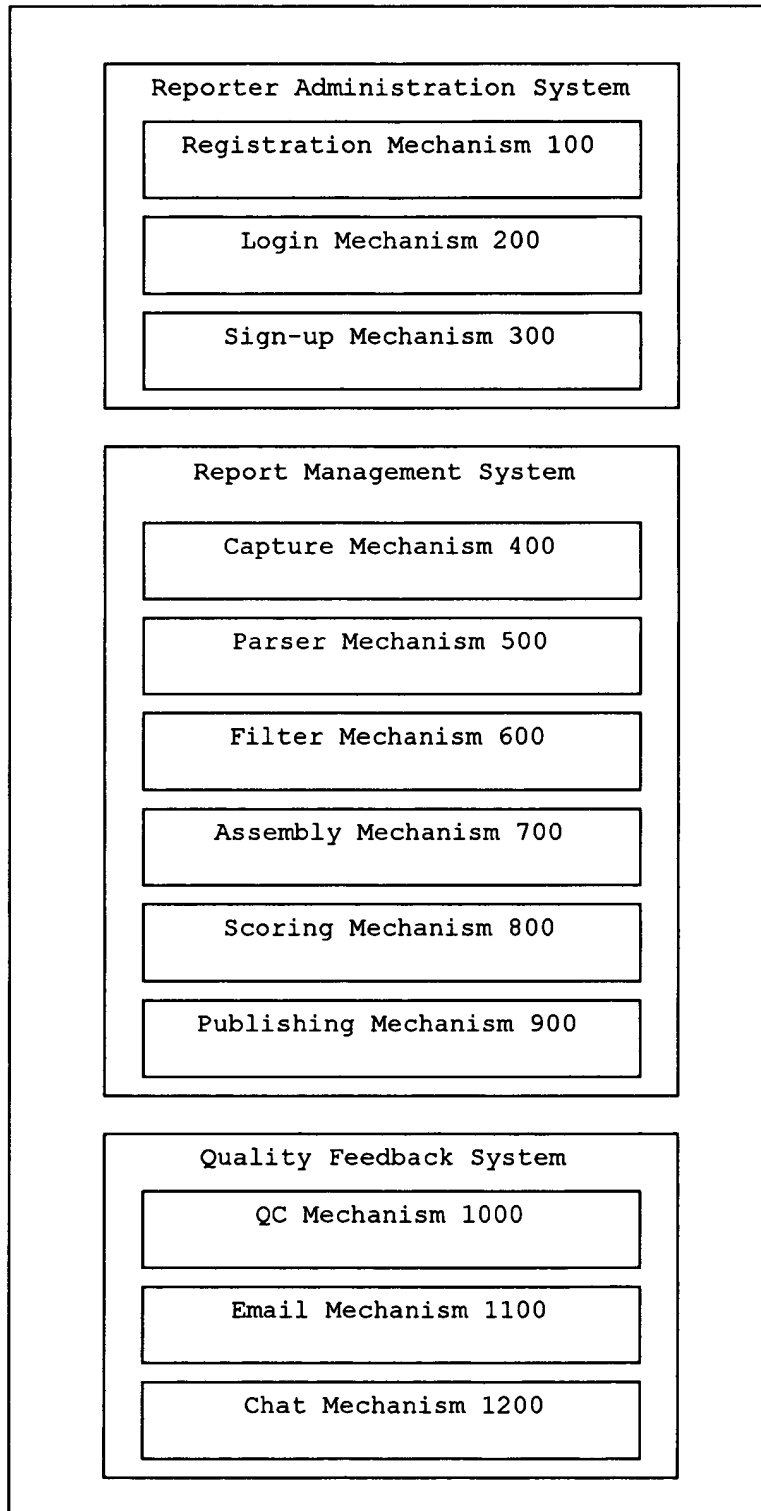


FIG. 5    **Representative ASPECT Report**    5 of 12

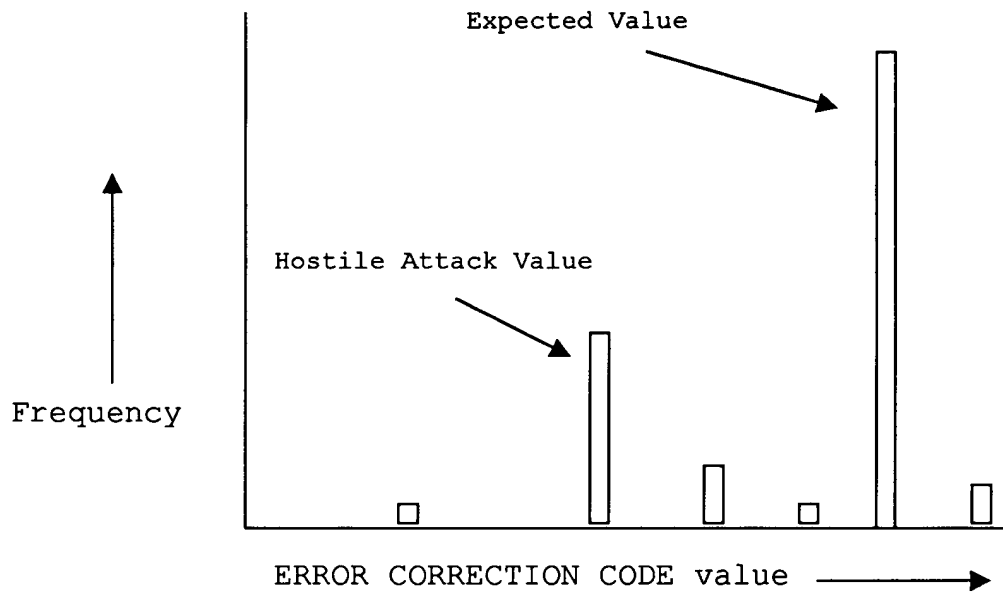


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

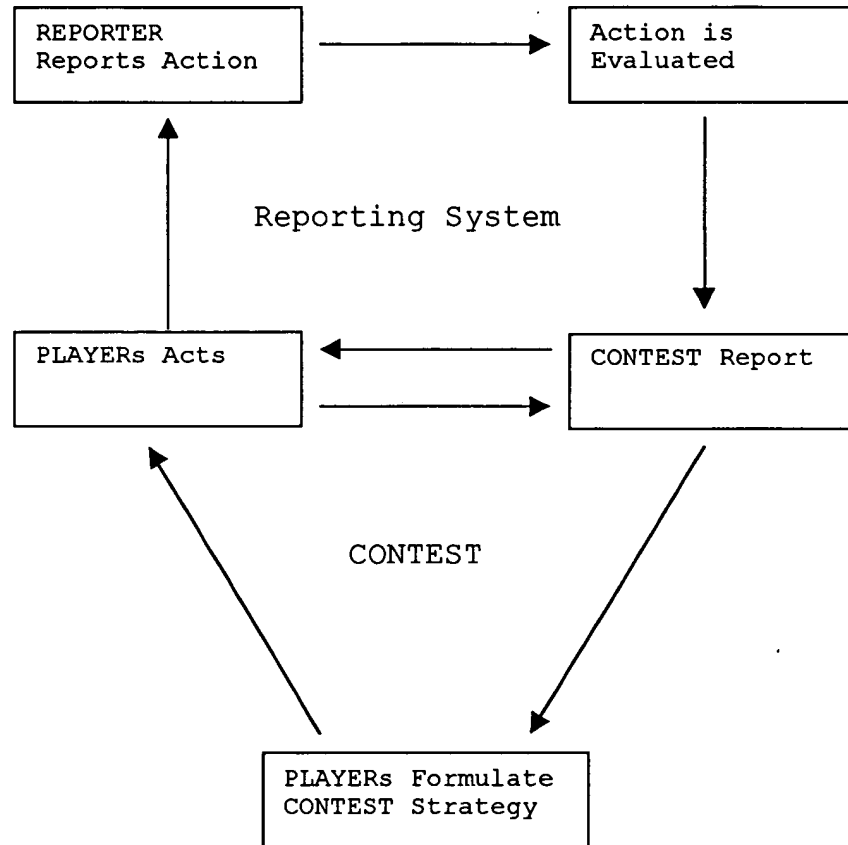
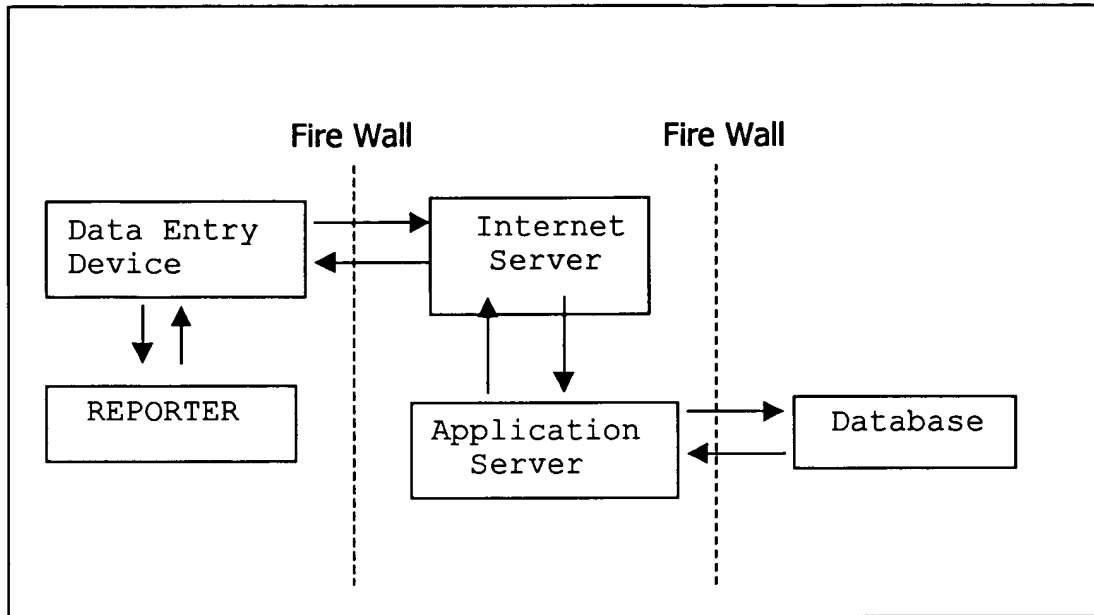


FIG. 7      Reporting System Configuration      7 of 12



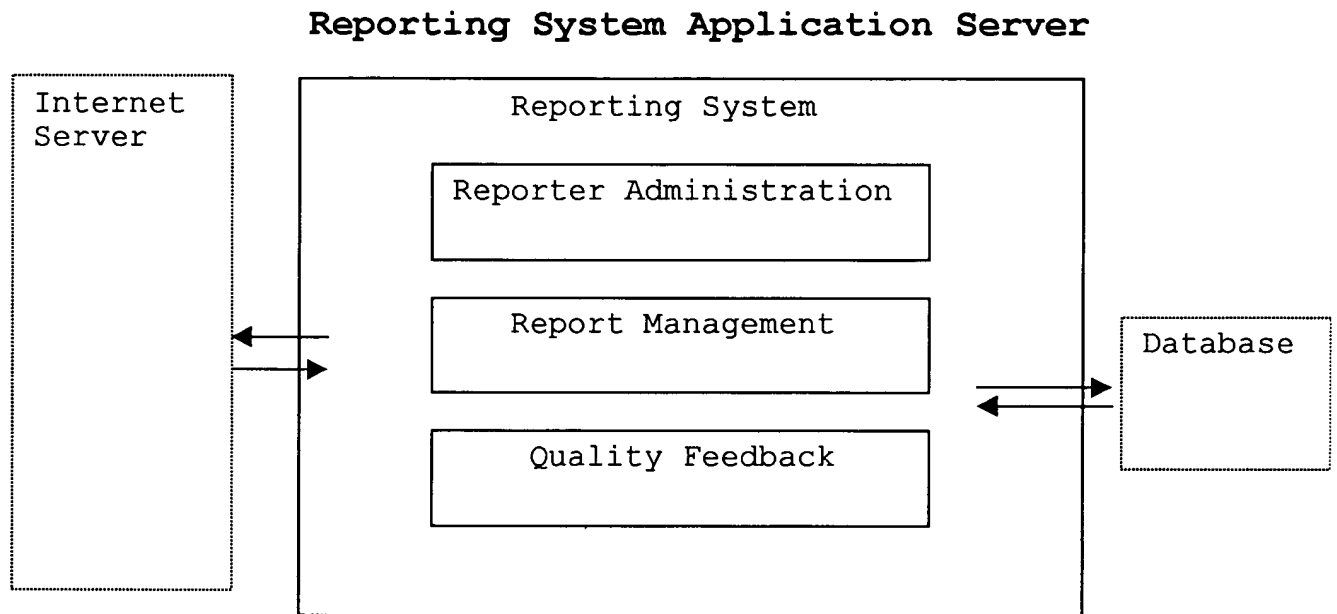




FIG. 9 Reporter Administration Process 9 of 12

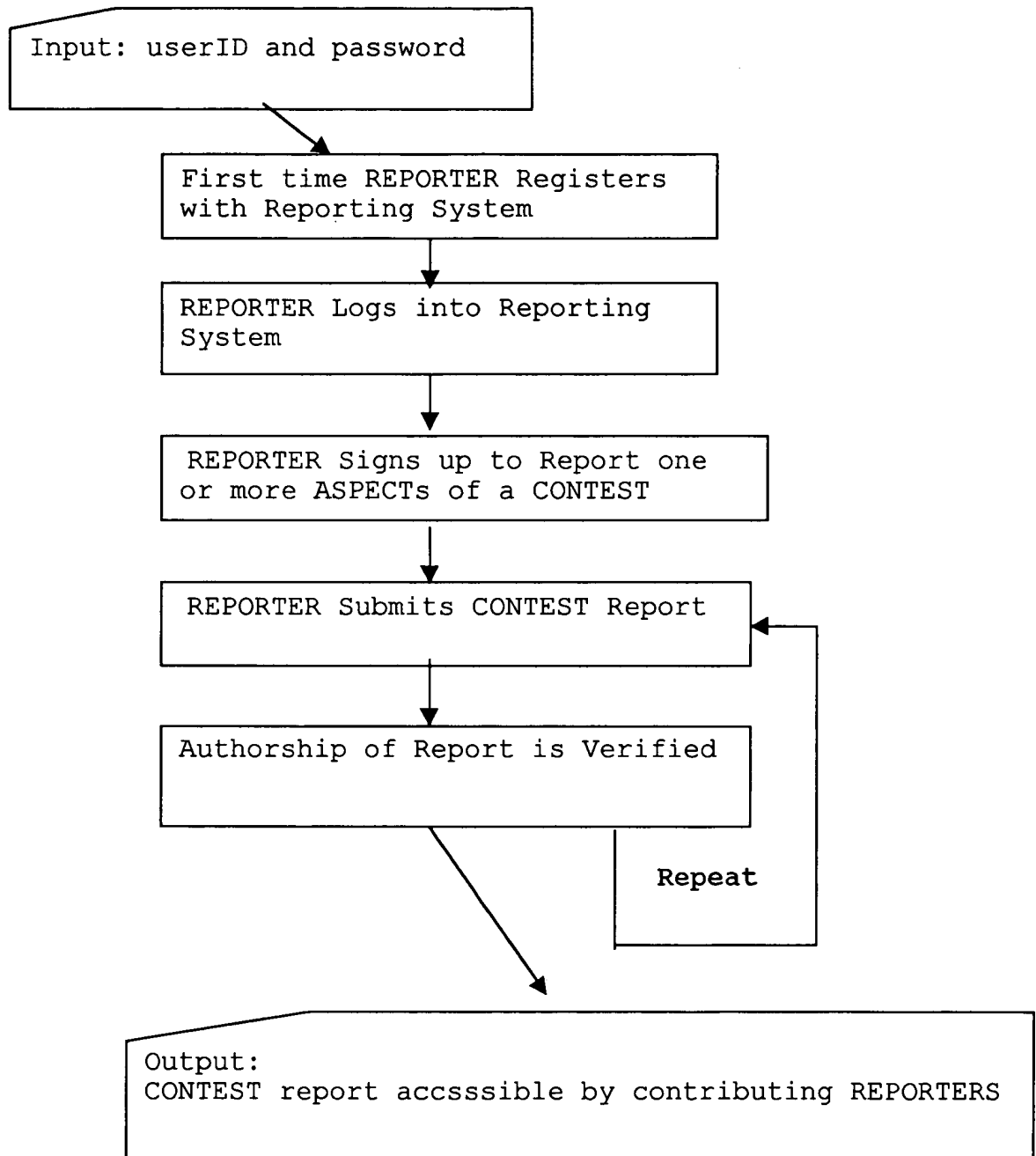


FIG. 10 Report Management Process Sequence 10 of 12

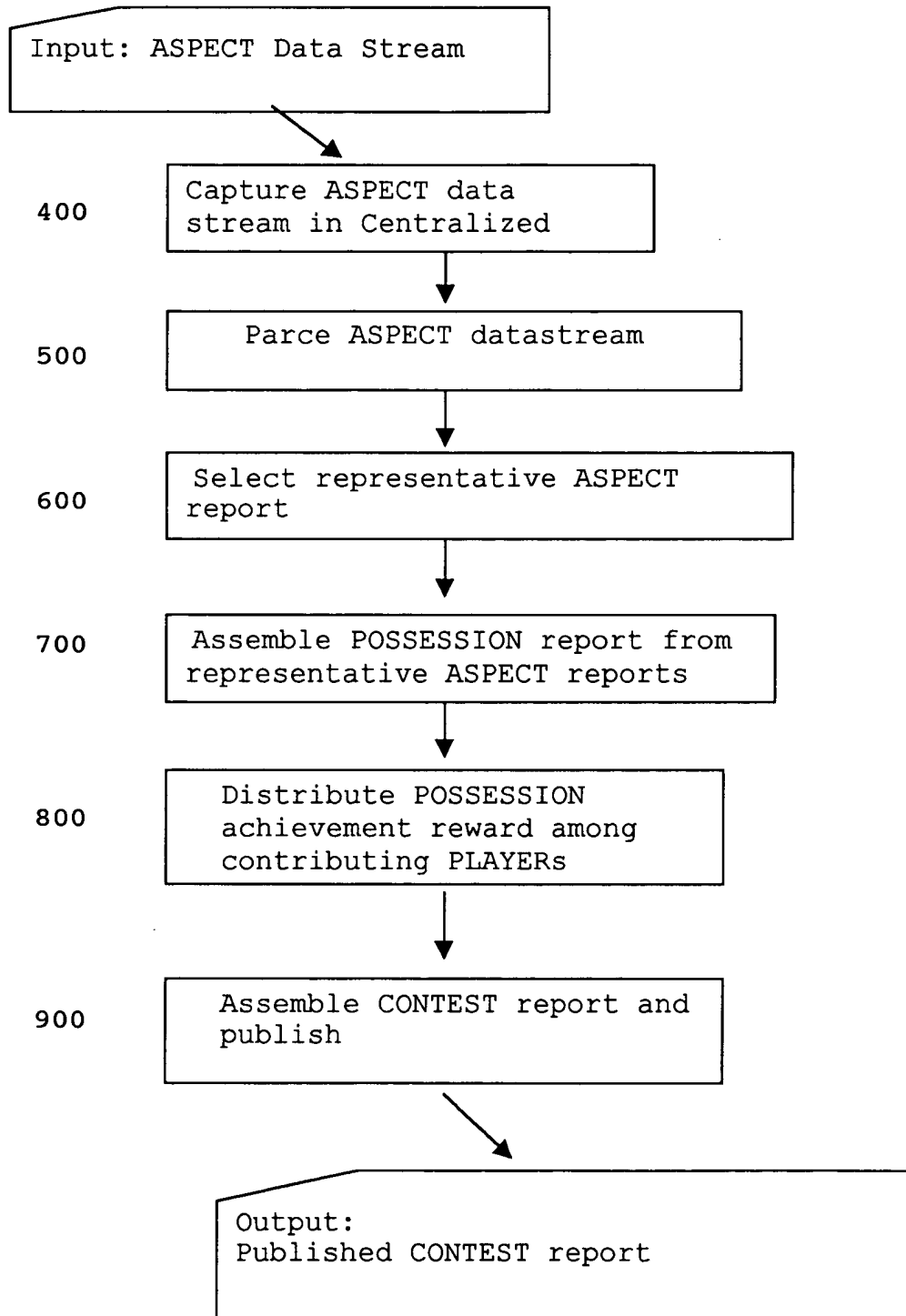


FIG. 11 Quality Feedback Process Sequence 11 of 12

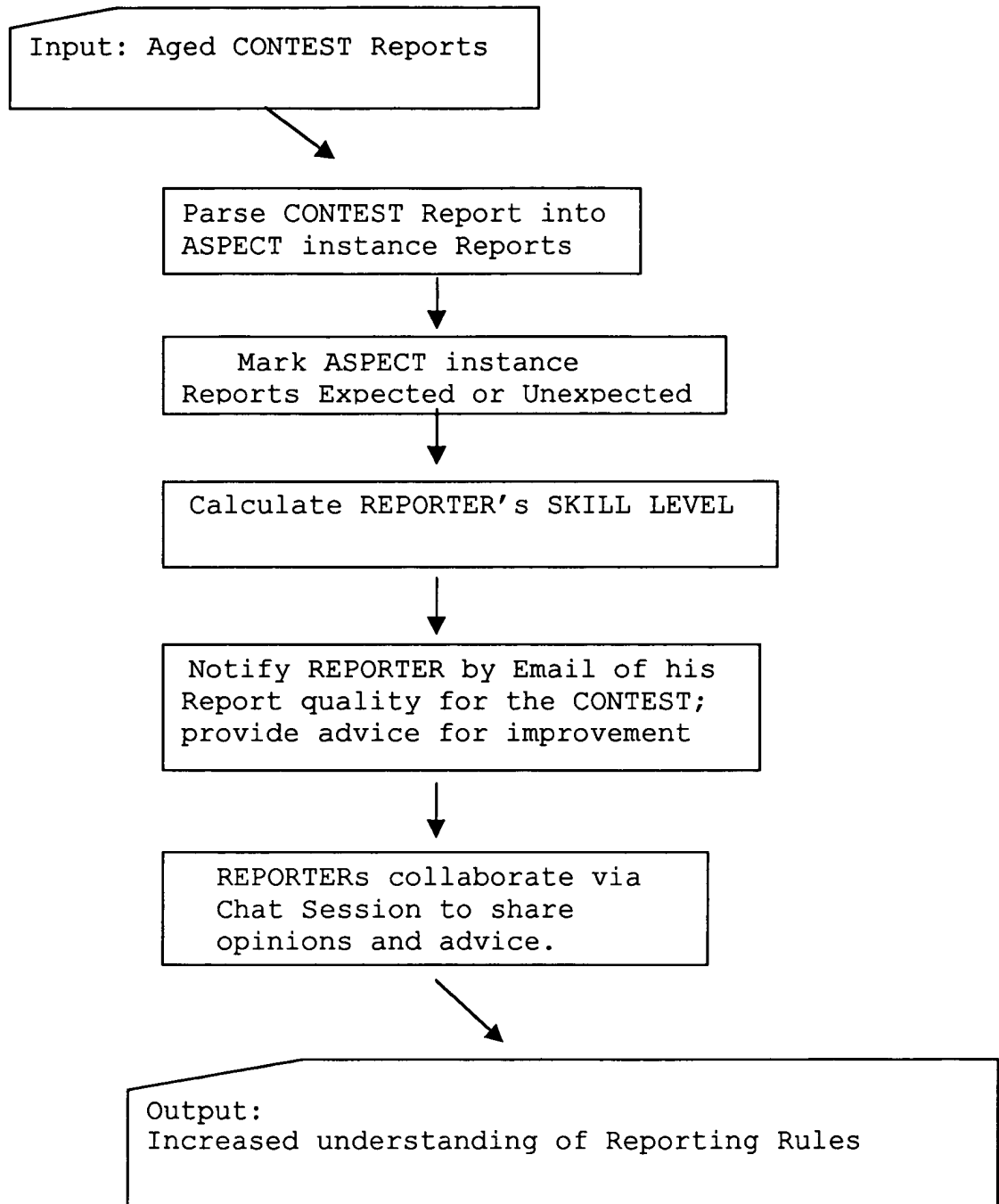


FIG. 12      PLAYER managed Reward System      12 of 12

